

1. Formulating search problems
  - a. A state space
    - i. Pancake stack
  - b. An action space
    - i. Flip pancake and above
  - c. A transition model
    - i. Pancake stack  $\rightarrow$  Flip(Above layer) = Pancake stack, pancakes above layer reversed
  - d. Goal test
    - i. Starting from bottom, each pancake increments in size as it goes up in layer
  - e. Path cost
    - i. Number of flips
2. Uniformed search
  - a. BFS
    - i. ABCDEG
  - b. DFS
    - i. ABDEG
  - c. UCS
    - i. ACDEG